



THE UNOFFICIAL NOCTIS IV CE R.11.x USERS MANUAL

TABLE OF CONTENTS

PROLOG BY MOPEDSLUG

PROLOG BY RYAN BURY (From Noctis IV)

THE STARDRIFTER

Moving

SPACESUIT

Head up display

Visual options (on planet)

Visual options (in space)

Jetpack

Advanced Data Screen

Portable GOES Console

Sector Map

THE ON SCREEN MENUS

FLIGHT CONTROL DRIVE

1. SET REMOTE TARGET
2. START VIMANA FLIGHT
3. SET LOCAL TARGET
4. DEPLOY SURFACE CAPSULE

ONBOARD DEVICES

1. NAVIGATION INSTRUMENTS

- 1.1. Star field Amplificator
- 1.2. Local Planets finder
- 1.3. Orbit settings
- 1.4. Force radiations limit

2. MISCELLANEOUS

- 2.1. Internal light
 - 2.2. Remote target data
 - 2.3. Local target data
 - 2.4. Environment data
- ###### **3. GALACTIC CARTOGRAPHY**
- 3.1. Remove Sun Label/Label Sun As
 - 3.2. Remove Planet Label/Label Planet As
 - 3.3. Show targets in range
 - 3.4. Set target to parsis

4. EMERGENCY FUNCTIONS

- 4.1. Reset onboard system
- 4.2. Send help request
- 4.3. Scope for Lithium
- 4.4. Clear status

PREFERENCES

1. AUTO SCREEN SLEEP
2. REVERSE PITCH CONTROLS
3. MENUS ONSCREEN
4. POLARIZATION

DISABLE DISPLAY

EXTENDED

1. OPTIONS
 - 1.1. Speedup
 - 1.2. Temperature
 - 1.3. Temperature unit
 - 1.4. Surface capsule setting (flying/original)
2. MORE OPTIONS
 - 2.1. Moving sun
 - 2.2. Mouse look
 - 2.3. Control set
 - 2.4. Install/remove Omega Drive
3. NAVIGATIONAL HELP
 - 3.1. Center/outer ring pointer
 - 3.2. X-axis pointer
 - 3.3. Y axis pointer
 - 3.4. Z axis pointer
4. VISUAL OPTIONS
 - 4.1. Antialiasing in SD
 - 4.2. Invisible SD
 - 4.3. 3D Brackets on/off

DOCUMENTING WHAT YOU FIND

Pictures
Moviemaking

THE G:O:E:S.net CONSOLE

Accessing the Starmap
Accessing the GUIDE

WHAT TO WRITE IN THE GUIDE

SUBMITTING DATA

NOTES ON MEASUREMENT

HISTORY OF THE FELYSIANS

Physique of a Felysian

STAR CLASSES

S01
S02
S03
S04
S05
S06
S07
S08
S09
S10
S11

SPECIAL ADDED: Ireclan and Megaguns Exploration Guide and Galaxy notes

HOT KEY LISTS

PROLOG BY MOPEDSLUG

Noctis IV CE r.11.x must stand out to be one of the most complete experiences I have yet had. It is hard to explain how surreal it is to have a whole galaxy to explore, note upon, name solar systems within - share experiences from. My deep fascination of this simulator has inspired me to take on the task of writing this unofficial manual. It is also about time, as since the last manual was written there has been many new features added to enhance the already magnificent gameplay and plot. Thanks to a number of genius, productive and not at least volunteer programmers, this game can live on and keep getting better for every release. Unnoticed must not go the creator of this accomplishment though, officially known as "Alex" or "Fottifoh" - I think I speak on behalf of every Stardrifter yet to be and yet to come when I say: thank you for sharing this program with us all (although he apparently hates to be idolized the slightest). Also a thanks to Megagun, Stargazer and Ireclan for letting me use their notes on Noctis.

The chapters about the different modules used in the GOES.net, as well as history of the felysians and notes on measurement have not been updated - some parts have been revised though.

So here it is, with every new feature implemented: The Unofficial Noctis IV CE r.11.x Users Manual. Enjoy!

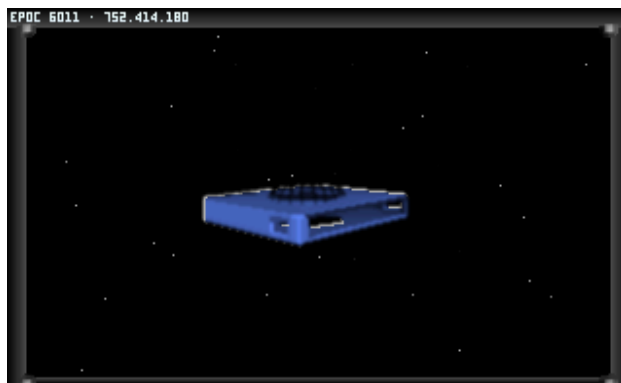
-MopedSlug, 2008

PROLOG BY RYAN J. BURY

Noctis: the latin word for "night", and the title of this simulator. Night, after all, is just the word we use to describe the absence of light while the Earth is turned away from the sun, and in space, there is no light but the distant pinpricks of ancient stars. Space is a lonely place, but it harbours some truly spectacular secrets; eerily glowing pulsars, enormous red giants, glittering, beautiful nebulae, and deadly, all-consuming singularities to name but a few. For most people, the thought of going into space and exploring such sights is an impossible dream. But no longer; Noctis allows you to do just that. In technical terms, it is a fully 3D galaxy, which allows you to explore thousands of stars, their planets and moons. From the moment you first play Noctis, you'll be hooked.

-Ryan J. Bury, 2001

THE STARDRIFTER

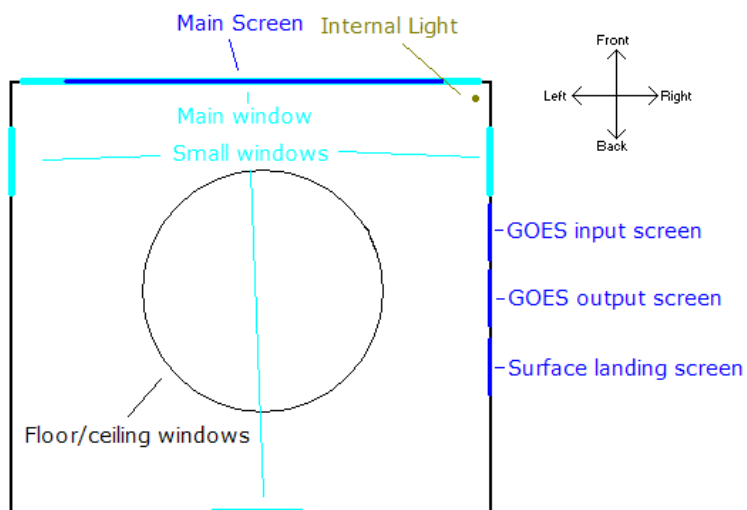


The Mark IV Stardrifter



Inside the Stardrifter (from back-left corner)

Mark IV Stardrifter Revision 1 (extra software and equipment)



Up drawing of Stardrifter (thanks Megagun)

The Stardrifter is both the pilot and the vessel in which this pilot explores space. The vessel itself is commonly referred to as the “Mark IV Stardrifter”, while the pilot is a “Felysian” - a sentient, feline creature. The square (or nearly square) box which is the Stardrifter is, by uncanonised measures based on the size of the Felysian in-game and agreed upon through discussions on the anywherebb.com forum, approximately 5x5x1m. The Mark IV is fuelled by Li+ ions, or Lithium, scooped from S06 class stars (more on that later), and travels through space by use of a “Vimana-drive”. In the middle of the drifter is a “Fuel Orb” - its big and flashing when the drifter is fully loaded (120 g. lithium). As fuel is used, it gets smaller. The “net” in the middle is the Surface Capsule, the small vessel needed to land on planets. It stretches from top/bottom to contain the pilot and flies out of the Mark IV towards the designated planet surface.

The many on-board computers and sensors provide all the necessary functions for in-depth exploration of the billions of planets in the galaxy. The functions will be explained in detail in this manual.

Moving

In Noctis, you only ever directly move “yourself”. All control of the Mark IV is through the on-board computers. To walk in the MKIV use the mouse. To look up/down and strafe left/right hold the right mouse button. To use computer functions in the MKIV the keyboard and left mouse button is used (to click). When looking at the main screen the left/right arrow keys will pitch the drifter. To use the GOES.net console on the left wall, simply stand in front of it, and it will activate (a little lamp will light up in the upper, left corner of the console)

On planets/moons, you walk by holding the right mouse button and moving the mouse, or walk forwards by holding the left mouse button. You free look with the mouse when not pressing any buttons. To strafe left/right use the according arrow keys. The up arrow will change movement settings (inverted Y-axis, mouse look, mouse look disabled). Felysians, being feline creatures, normally walk on all four. You can however press “S” on planets to walk on your hind legs. It is known as “formal approach”. To make a simple jump on a planet, press “J”.

SPACESUIT

If it were not for your spacesuit, space exploration would be impossible. Not only does the integrated biosuit protect your body from the extreme conditions of space traveling (high or low temperatures, radiation, extreme pressure i.e.) - it also contains a selection of fine computers and sensors to aid in exploration and documentation of discoveries. The suit has a camera positioned on your forehead. Your eyes are covered with a couple of lenses that give access to a selection of visual options (thanks to your inter-lensual binocscope). The main suit-computer is on your back. It also provides a Jetpack function for long jumps or high soaring.

The head-up-display (HUD)

Your spacesuit has an integrated HUD, which shows you basic information about your surroundings. In the Stardrifter, it shows: Target name - remote/local, star type, distance to target and Stardrifter status. The bottommost line shows status on your internal (bodily) and external environment (not body), the topmost line shows current time and, in the drifter secondary hot keys, on planets a compass and sector indicator:



Head-up-display (HUD)

In each corner of your HUD is a little LED. These can be lighted or darkened by using “Ctrl +” or “Ctrl -”. I hope you can figure which does what ;p

Visual options (on planet only)

The most basic is the “Radiation Visor”. Raise it by pressing “page up” and lower it again on “page down”. Having it up will give a more grained, but clearer view of things.

The keyboard command “O” enables your “Supervision” - it will blue scale everything for a clearer look. To cycle through different views use “P” - Infrared, Plant vision, Ocean vision and Ultracolor. They can all be used in cooperation with Supervision - experiment and find the best for your surroundings.

The “D” key will hide/show debris on the planet surface. Use it to get a clear view of your planets surface. “G” will hide/show grass, and serves the same purpose as “D”.

Using “F” your suit will allow you to see better through thick atmosphere (antifog or de-atmospherise), using special acids found on the planet of Suricrasia. To quickly find living things press “H” - it is the animal highlighter.

Visual options (in space only)

You can use “light scaling” or “advanced light scaling” for different light effects while in space by pressing “/” and “shift /” respectively. The Advanced Light Scaling will blue-scale light sources in space.

Jetpack

The jetpack is activated by pressing and holding “space”, or tab it several times to gain speed/altitude. Combining the jetpack function and 0-9 speed settings will make you able to do long, controlled jumps over planet surfaces. It is very effective when quickly scanning sectors for interesting sights. You can also use the jetpack to soar high and take shots of enormous buildings or mountains - like the suricrasian cubes. Many Stardrifters learned to control their jetpacks on planet “Felysia”, sector 283.078.

Advanced Data Screen (on planet only)

“F2” brings up the Advanced Data Screen, enabling you to see all important data on your position in relation to the planet you are on - speed, position above sea level, position above ground and so on. This function is useful when controlling the jetpack or measuring height of mountains, buildings or trees.

Portable GOES console (on planet only)

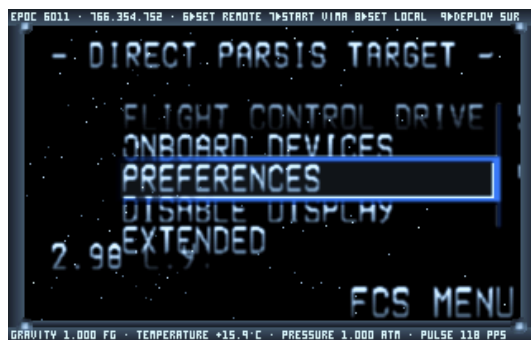
The portable version of the console that controls notes on stars, direct star targeting and more (it will all be explained later). It just cannot use any modules (commands telling it what to do) besides CAST (the one with the notes - more on that... later). The PGOES does however allow you to chat through HacIRC while on planets - and use “Xnice Say” and “Action” commands (not Noctis related).

Sector Map (on planet only)

When on planets you can use the Sector Map. When approaching the surface your Surface Capsule takes detailed measures on the sector beneath. This is loaded into your biosuit-computer ready for use. Access it by pressing “F10”. Very useful for determining direction of different geographical occurrences (water, mountains etc.). The map has a few functions which are explained by a text box right of the main map - view mode, light intensity and others.

THE ON-SCREEN MENUS

The menus from which you steer and control the Stardrifter look like this:



The Main Menu, or “On Board Menu”

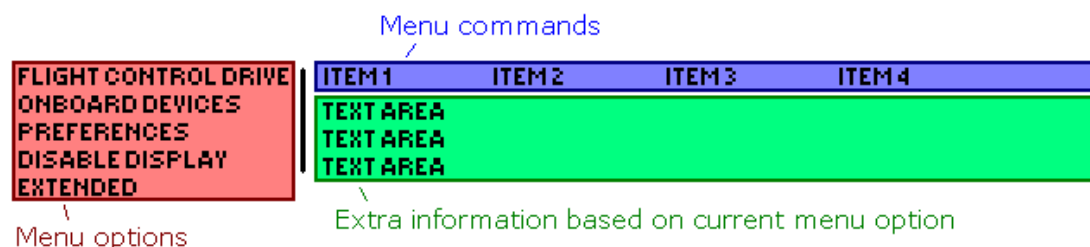
“FLIGHT CONTROL DRIVE” is a little faded as it is flashing in game in this picture, meaning it has been chosen. The right lower corner also states “FCS MENU”, referring to the flight control menu too -

so you can remember it without looking at the control-screen. The other menus have abbreviations in this corner too, accordingly. The “PREFERENCES” menu is highlighted; a left-mouse click would choose it. Choosing a menu brings up a horizontally extended list of options just right to the main menu:



The extended menu

Stardrifter Onboard Menu interface



An up drawing of the main interface - (thanks to Megagun)

Now let us take a look at the different menus and their functions:

FLIGHT CONTROL DRIVE

The flight control drive menu sets targets and moves your Stardrifter through the (near) infinite. Left-click on the drive to gain access to these following menus on the left:

1. SET REMOTE TARGET
2. START VIMANA FLIGHT
3. SET LOCAL TARGET
4. DEPLOY SURFACE CAPSULE

Underneath the extended menus list is an overview of current targets, galaxy, sun class, fuel and more.

1. SET REMOTE TARGET

This option lets you find a target sun for a solar-system exploration. An “x” will appear as cursor and your Stardrifter becomes semi-transparent. The cursor is bound to possible targets. Double right clicking sets the target. Left clicking before setting on a target will move your cursor to the right-nearest target. In the lower left corner you will see a distance measured in light years - that is the distance between you and your target. The lower right corner now states, “TGT FIXED”.

To check the data available for your target press “Q”.

2. START VIMANA FLIGHT

After targeting a sun which solar system you would like to explore, this is the option to go for.

Simply left-click on this button and hold on tight as you jump through space with incredible speed.

Left clicking again will stop your drifter in mid-space.

While Vimana’ing you can check the speed of your movement (or “space expanding”) by pressing “Z”.

3. SET LOCAL TARGET

When you reach your designated sun, you might want to explore planets or moons in its vicinity. This option lets you lock-on to a “local target” in the same way as you just locked on to a “remote target”.

Left click this button again to start fine approach.

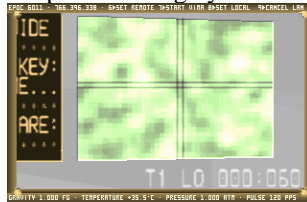
Press “W” to check data on your local target.

4. DEPLOY SURFACE CAPSULE

You use this function to deploy your surface capsule. Left click to ready the capsule for landing, then go to the three screens on your right:



Go near the left screen, its showing a part of the planet surface (you can recognize the cross marker on the planet through your main screen too).



Use the arrow keys to find a spot (called a “sector”) you want to explore. Press, “enter”.

You will automatically enter the Surface Capsule and be sent down to the planet. The sector number is showed to your left. In this shot the sector “000:060” is chosen.

Dark spots tend to be watery, lighter ones more soily. You can visit any part of the planet/moon, but the dark side is the night-side so it will be quite ... well dark.

When using this computer you can use the Cloud Filter function by pressing “C” - removing clouds from the planet surface for a clearer look. On “felysian” planets (planets orbiting an S00, or in rare cases an S02 star), press “X” to use the Environment Filter. It will give you a clear look of which sectors are desert, water, bush and so on.

ONBOARD DEVICES

The onboard devices are essential for any explorer. Here you find the functions that allow you to navigate through space, gain information on targets and most importantly - label stars, planets and moons. You also find the very important emergency functions.

1. NAVIGATION INSTRUMENTS

- 1.1. Starfield Amplificator
- 1.2. Local Planets finder
- 1.3. Orbit settings
- 1.4. Force radiations limit

2. MISCELLANEOUS

- 2.1. Internal light
- 2.2. Remote target data
- 2.3. Local target data
- 2.4. Environment data

3. GALACTIC CARTOGRAPHY

- 3.1. Remove Sun Label/Label Sun As
- 3.2. Remove Planet Label/Label Planet As
- 3.3. Show targets in range
- 3.4. Set target to parsis

4. EMERGENCY FUNCTIONS

- 4.1. Reset onboard system
- 4.2. Send help request
- 4.3. Scope for Lithium
- 4.4. Clear status

1. NAVIGATION INSTRUMENTS

Look just beneath the extended menu to see the current status of active functions in this menu

1.1. *Star field Amplificator*

Use this function to heighten the amount of remote targets in range. The computer superimposes the light emitted from distant stars, making them visible.

1.2. *Local planets finder*

Use this function to see how many planets and moons there are in the visited system, as well as how many of them are labeled.

1.3. *Orbit settings*

This menu will be shown as either, Near chase, Far chase, High-speed chase, Drive tracking mode, Fixed-point chase and Synchrone orbit. Left clicking changes the way your drifter will orbit the target body.

1.4. *Force radiations limit*

Use this function when approaching a high-radiation system. If turned on your drifter will stay at safe distance to the dangerous frequencies, if off you can fly up close anyway. Just be careful! It is not a toy. (Well, actually it is... You now what I mean). Too much radiation may damage your computers, forcing a reboot (see "Emergency Functions").

2. MISCELLANEOUS

If you want data on the environment and targets, this is the menu for you

2.1. *Internal light*

The drifter is lit by a t-shaped light bulb in the front right corner. This function turns off the light (and the Fuel Orb).

2.2. *Remote target data*

See the collected data from your remote target

2.3. *Local target data*

See the data collected from your local target

2.4. *Environment data*

See the data collected from the surrounding space

3. GALACTIC CARTOGRAPHY

The functions in this group are also very important, as it is they that allow you to label stars, planets and moons!

3.1. *Remove Sun Label/Label Sun As*

Select this option to label a sun - left-click, write name on keyboard, confirm with "enter".

The name of the sun will also be the name of the system.

You can also remove a set label - but please do not rename systems named by other drifters!

3.2. *Remove Planet Label/Label Planet As*

This is just the same as the previous function; it just applies to planets and moons

3.3. *Show targets in range*

Brings up a menu on your HUD, which allows you to target a specific, named planet. Just scroll with the up/down arrow keys and choose with "enter". Start Vimana, and "hi ho Silver..." and all that.

3.4. *Set target to parsis*

Travel to a specific place in the galaxy. Particularly useful for finding one of your favorite planets for a nice, nostalgic revisit - or visiting a famous place. Just type the parsis coordinates (from a picture, more on that later, or from your memory if you're cool) divided by enter. Example: 1233532 "enter"

1493857 "enter" 2139845 "enter".

Then just start the vimana drive and be carried away. Upon arrival, you will have to select the correct target sun/planet manually to visit.

4. EMERGENCY FUNCTIONS

Out of lithium? System freeze? Need additional fuel? Go for the Emergency Functions menu

4.1. *Reset onboard system*

If you think the computers are a little slow to go, maybe because of radiation damage, you might want to try to reset the system. Use this function if that is the case.

4.2. *Send help request*

If you do not keep an eye on your fuel the drifter will run out - this happens both if you jump around space a lot without scoping Lithium, or if you hang around too long in mid space without scoping (also if you have not been playing for a long time, as the program automatically measures time in-game whether you play or not). This function sends a help request to other explorers in space. After a number of minutes, one will appear and give you a minor amount of Li+ ions. An amazing opportunity to catch a photo of another Stardrifter - but you must have a little patience. Your drifter will be fuelled no matter if you close the program or keep it running.

4.3. *Scope for Lithium*

If you were low on fuel, you would want to find a Grey Giant star, star class S06. Once you have arrived, use this function to scope for that precious Lithium and watch your batteries fill up until 120 grams, which is max. You can also scope by pressing "S". If you get the message "unsuitable" you will have to find another Grey Giant - please call this star something that makes it clear to other drifters that its unsuitable. Common names are "no food" and "nofuel" each with a number after the name (Nofuel-3 etc.)

4.5. *Clear status*

Disengages active functions, like Starfield Amplificator.

PREFERENCES

There are some options regarding the setup of your main screen, these are in the menu called Preferences. They are as follows:

1. AUTO SCREEN SLEEP
2. REVERSE PITCH CONTROLS
3. MENUS ONSCREEN
4. POLARIZATION

1. AUTO SCREEN SLEEP

The Onboard Menu will deactivate when you look away.

2. REVERSE PITCH CONTROLS

Reverses the pitch controls on your Stardrifter

3. MENUS ALWAYS ONSCREEN

If activated you can see all the menus at all times. If deactivated you can only see the functions you are directly looking at. Best used if you are totally confident with the different menus.

POLARISE/DEPOLARISE

This is quite technical, therefore I allow myself to borrow from the original manual by Ryan Bury:

"Two of the most common elements in known space are oxygen and silicon, which are, amongst many other things, the two components of SiO₂, more commonly known as quartz. Oxygen is a very reactive substance, a property readily apparent in the rapid formation of metal oxides (iron oxide is more commonly known as rust). Since silicon exists in large quantities on many planetoids (our own moon is an example of this), it is relatively common for large amounts of quartz to form, sometimes covering the surfaces of entire planets. This abundance was one of the reasons that Felysian space-craft were often constructed from the substance, and Stardrifters were no exception. However, quartz in its natural form is translucent, which makes it unsuitable for making walls of any kind. To remedy this, the quartz from which your Stardrifter is made is polarized by having an electric current run through it. This gives it the property of blocking light, thereby making it opaque. In order to depolarize the Stardrifter, you must

shut down the electric current. This can be done by selecting the "Depolarize" option from the Preferences menu. The effect is to make all the walls of your Stardrifter translucent, so you can see the stars through them."

DISABLE DISPLAY

Disables your extended menu for a nice clear view of the celestial body of your focus

EXTENDED

Options regarding the setup of Noctis

1. OPTIONS

- 1.1. Speedup
- 1.2. Temperature
- 1.3. Temperature unit
- 1.4. Surface capsule setting (flying/original)

2. MORE OPTIONS

- 2.1. Moving sun
- 2.2. Mouse look
- 2.3. Control set
- 2.4. Install/remove Omega Drive

3. NAVIGATIONAL HELP

- 3.1. Center/outer ring pointer
- 3.2. X-axis pointer
- 3.3. Y axis pointer
- 3.4. Z axis pointer

4. VISUAL OPTIONS

- 4.1. Antialiasing in SD
- 4.2. Invisible SD
- 4.3. 3D Brackets on/off

1. OPTIONS

1.1. Speedup

Speeds up your movement by thinning the air in/around your drifter.

1.2. Temperature

If you want to see how temperatures acted in earlier versions of Noctis, select it here.

1.3. Temperature unit

Sets the measure-unit for temperatures in-game. Kelvin, Fahrenheit or Celsius.

1.4. Surface unit

Select between "flying" and "original" setting.

2. MORE OPTIONS

2.1. Moving Sun

You will be able to see the sun move when on planets with this on. Turn it off, and the sun will be stationary.

2.2. Mouse look

Settings for your mouse control

2.3. Control set

Select between NIV and NICE control sets. This manual is based on the NICE control set. Key commands differ a little from NIV to NICE (Set Remote Target hotkey in NICE is "R", while in NIV it is "T" etc.)

2.4. Install/remove Omega Drive

The Omega Drive is an installation that makes it possible to jump around space without using Lithium. If the drive has been installed, then removing it again will leave you with only 3 grams of lithium left. Can also be used as sort of an “emergency power” function in order to get just enough fuel to find an S06 star without having to wait for another drifter to come by.

4. VISUAL OPTIONS

Options regarding the graphics

4.1. *Antialiasing*

Removes the use of antialiasing in the Stardrifter, resulting in a little more “barren” graphics.

4.2. *Invisible Stardrifter*

Makes the Stardrifter invisible all together. Useful for getting clear shots at stars.

4.3. *3D brackets on/off*

Show or do not show 3D brackets on creatures on the planets (sort of a “box” containing the creatures)

DOCUMENTING WHAT YOU FIND

Documenting is one of the coolest things in Noctis, in my opinion at least. You take all those pictures, make movie clips and write notes on the many marvelous things to encounter.

Pictures

To take a picture with your in-helmet camera, simply press “B” when in your drifter, or “M” when on a planets surface. If you want to make a panoramic picture on a planet, press “N”.

The pictures you take will be saved in the Noctis/gallery directory. Every picture will have the necessary information for you to find the location again. If you name the system and planet it will be the easiest, as the G.O.E.S.net console can then be used to directly target the star (more on how to use that later).

Just left of the compass on your HUD there are two pair of numbers. The first one is the sector number; the second one is the location on that sector. The two pairs could be “18.60:-1.-2”, meaning that you landed on sector 018:060, and walked to position -1:-2.

Moviemaking

You can also record movies of your discoveries. A very rewarding experience is to see magnificent places on planets again real-time, memorizing the thrill of discovering such an amazing place. Press “F3” to access the moviemaker. You can adjust framerate and “black-clipping” as explained in the moviemaker. Black-clipping is that short blackness which comes after a picture is taken. It durates an extremely breif amount of time, but a movie is essentially just hundreds of pictures taken in succeseion, so it would be very disturbing in a movie clip. Therefore black-clipping if off by default. The framrate determines how many pictures are taken per frame - one being the highest and giving a smoother film. Before filming in game you must make a directory in the Noctis/movies directory called “001”. That is where your hundreds of pictures will be stored. You can make any number of archives, but its only necessary with one if you compile your pictures into movies directly.

If you record on “001” for 30 seconds, then record on “001” for 10 seconds, the last 10 seconds will overwrite the first 10 of the first recording though, remember that.

To compile them into a real movie use a program that can turn series of pictures into actual movie clips (like Image to Avi - free and easy to use).

THE G:O:E:S.net CONSOLE

At last! We made it to the description of the GOES.net Console. This computer is what makes your life as a stardrifter so much easier. Basically, the GOES. Net Console works like DOS - you run a program and out comes the program of your choice. The GOES.net Console is made up of the two screens left to the Landing Pointer screen used for finding a sector on which to land (remember?). The far left one is the commando prompt, the middle one is the one that shows your programs. The programs you use in this console are called “modules“ - they are the following:

ST, SL, DL, WHERE, CAT, CATOLD, CAST, CASTOLD, PAR, REP, REPAIR, PRI, DELE, CLEAN, INBOX, OUTBOX. This sounds like a lot, but when you get used to the system its very easy. Lets take them one at a time, starting with the ones that let you access the Starmap - the place where solar systems are sorted in when you name them. After the Starmap modules, the GUIDE modules will

be explained. The GUIDE is where notes on systems, suns, planets and moons are stored. Once in a while a Stardrifter would want to go back to Fenia to upload his copy of the Starmap and GUIDE to the ancient computer bank residing there - and download a new one. This bank stores the master copies of the Starmap and GUIDE - copies that keep getting updated as you might have guessed.

Accessing the Starmap

SL [Range]

SL, if called with no parameter, will provide a full listing of all the stars referred to by the StarMap. Adding the optional "Range" parameter will only list stars within the distance you specify. Example:

"SL 150"

DL [ObjectName][:Range]

The parameter "ObjectName" can be either a star or a planet. If a star, DL will return a list of all the planets and moons of the star you refer to. If a planet, it will only list the moons of that planet. Bear in mind that parameters are always separated by a colon! If called with no parameters, DL gives a dependencies listing of the current system. Example:

"DL Fenia"

or

"DL Fenia:150"

PAR ObjectName [:Range]

This is a very important function, as it returns the parsis coordinates of the object you refer to in the command line. Obviously, this information can be used to perform a direct parsis jump. Example:

"PAR Fenia"

or

"PAR Fenia:150"

ST ObjectName [:Range]

The ST module will simply set your remote or local target to the star or planet you specify in the "ObjectName" parameter, and turn on either your in-system or vimana drive, whichever is appropriate. Very useful for returning to priory discovered systems, or systems referred to by othes. Example:

"ST Fenia"

or

"ST Fenia 150"

WHERE PlanetName

This module returns the name of the star which the named planet orbits. It is useful if you know the name of the planet you wish to visit, but have forgotten what system it is in.

CLEAN

This module is a disk-cleanup application, whose function onboard a Stardrifter can be thought of as similar to the functions of both the recycle bin and a disk-defragger on a PC. It simply cleans up your copy of the StarMap, by fully erasing any data left over after deleting a named object, thereby recovering space in the file.

INBOX

This module is fully explained in the section of this manual dealing with data submission.

OUTBOX

This module is fully explained in the section of this manual dealing with data submission.

REPAIR

This module has been included only for people whose Starmap has been corrupted by a glitch that was in an earlier version of the INBOX and OUTBOX modules, which caused duplicate object-names to be recorded in the Starmap. It has no purpose for anyone who downloaded the Noctis package after the 12th of October 2001. If, however, you are one of the unfortunate few who did fall foul of the problem, and find duplicate object-names listed when you call DL or SL, just run this module (with no parameters) to fix your map.

Accessing the GUIDE

The GUIDE has been updated, therefore you will use both CAT and CATOLD, and CAST and CASTOLD to read or write in the GUIDE. The CATOLD and CASTOLD modules simply lets you read old notes, or lets you write new notes in the same "thread" as the old ones.

CAST ObjectName:Notes

CAST is the module which allows you to write data to the GUIDE. To use CAST, the parameter "ObjectName" should be the name of the star or planet you want to write about, and the parameter "Notes" should be the notes you want to write. If you do not have enough space to fit in all your notes, enter what you have already written, then write more using the same syntax (The words "CAST {ObjectName}" will be left on the input monitor ready for you to do this when you enter a note). Example:

```
"CAST Fenia:This is the system in which the Stardrifters were created. "
```

CASTOLD ObjectName:Notes

Use this module to write notes on the old starmap system.

CAT ObjectName[:Record1..Record2]

CAT allows you to read the notes on a given object. "ObjectName" should be the planet or star you wish to read about. "Record1" and "Record2" should be numbers. If the parameters "Record1" and "Record2" are omitted, all notes on that object are returned. If, however, you use these parameters, only notes from Record1 to Record2 will be shown. For instance, "CAT Fenia:2..5" would display notes 2, 3, 4 and 5 about the star Fenia.

CATOLD ObjectName[:Record1..Record2]

CATOLD works just the same way as CASTOLD. Only it lets you read instead of write. Many of the more famous planets have old notes on them only.

DELE ObjectName[:Record1][..Record2]

DELE allows you to delete notes from the GUIDE, though it will only allow you to delete notes that have not yet been added to the mastercopy. Calling it with only the parameter "ObjectName" will delete all notes from that object. If only "ObjectName" and "Record1" are used, all notes starting with the number defined in "Record1" will be deleted. If "Record2" is also used, all notes from the number "Record1" to the number "Record2" will be deleted. Example:

```
"DELE Maksanthris"
```

or

```
"DELE Maksanthris:3..5"
```

REP ObjectName:RecordNumber:Notes

REP allows you to replace a record in the guide with another. Example:

```
"REP Maksanthris:5:This planet is also rich in wildlife."
```

PRI ObjectName[:Record1..Record2]

PRI works in essentially the same way as CAT, but instead of printing its output to the output screen in

the Stardrifter, it sends its data to your printer, giving you a physical printout of all the GUIDE data for the object you specify. All PRI's parameters work in the exact same way as CAT's.

WHAT TO WRITE IN THE GUIDE

Here are the old guidelines for writing in the GUIDE:

Now, you know *how* to write in the GUIDE and StarMap, but *what* should you write? Well, here are the rules, first:

- No real object names should be used.
- The Noctis galaxy is *not* the Milky Way. You shouldn't name any stars after real stars, or planets and moons after real planets and moons.
- All writing should be in English.

Obviously, we all need to be speaking the same language in the GUIDE, and the selected language is English. That doesn't stop you from naming stars in whatever language you want, of course, so long as you stick to rule one.

- Profanities should be entered in neither the GUIDE nor the StarMap.

Apart from anything else, the profanities used by humans are generally based very specifically on aspects of human culture, or are derived from religious beliefs, legal elements or historical events, and therefore no analogue for such vocabulary would necessarily exist in the felisian language.

Certainly, there are no expletives in the felisian tongue which are derived from sexual acts, as the felisian attitude to such matters is so much more simplistic than our own. Secondly, as the Stardrifters are scientists, and the GUIDE and StarMap are official documents, it would be strange indeed to find emotive language of any description in them, let alone profanity. In reality, this rule certainly isn't a matter of censorship, but of maturity; since there's no specific reason to use expletives in the GUIDE, either in its purpose or in the character of the felisian whose role you play in *Noctis*, the only reason people would swear in the archives would be because they are immature and think it's funny, and even if your joke *is* funny, the GUIDE isn't a joke book by any means... How many scientific documents have you read that made you laugh? Exactly.

Now you know the rules, here are some instructions on what you should write in the GUIDE.

The GUIDE is a repository of information for Stardrifters, collated by Stardrifters, about the planets they have visited, so there are two things that it should be used for when you decide to write about a planet. Firstly, when you name a new star, you should make a NOTE of its discoverer (yourself), and its discovery date. For instance, if your name was James Johnson and you had discovered a star you'd called "Maskathrius", you might CAST the note:

"Star discovered by James Johnson, Epoc 6011:556.926"

The date, of course, is given in Felisian form. For more information on that, please see the section entitled "Notes On Measurement".

The second thing you should use the GUIDE for is making notes on a star you have visited or a planet you have explored. As an example, you might write:

"Initial planetary survey has revealed many interesting rock formations, possibly caused by volcanic activity in the planet's past."

Feel free to write as much as you want. When you have finished making notes on an object, add your name and the Felisian date in parantheses to the end of your entries. For instance:

"(Notes by Ryan Bury, Epoc 6011:556.930)"

Also, feel free to add notes to stars and planets discovered by other people. Perhaps you have explored a previously unexplored planet in a system someone else discovered, or perhaps you have found something new out about a planet already mentioned in the GUIDE. Either way, just add your entries, and end with your name and the date.

When you've put enough information into your copy of the GUIDE and the StarMap, you will probably want to add your notes to the mastercopies in Fenia. For instructions on how to do this, please see the section entitled "Submitting Data".

SUBMITTING DATA

The old rules for submitting data (what can be seen as your trip back to Fenia) are all here:

As has already been mentioned, the StarMap and GUIDE have to be updated every so often from the mastercopies in Fenia. In real life, you should check back every so often to the Noctis website for the latest copies of these files. The files grow because each person playing Noctis submits his/her files every so often, and their data is added to the mastercopies. That way, your discoveries and notes can be gradually disseminated through the Noctis community. To submit your data, first run the OUTBOX module from your GOES console. This compiles all your new data into a file called "outbox.zip" in the "data" subdirectory. Then just send this file to Fottifoh, at the address <http://anywherebb.com/tellalex.html>. Your data will, however, only be added if you have conformed to the Rules stated above.

To update your own copies of the files, visit the Noctis homepage and head for the Fenian Database (which, I assure you, has nothing to do with Irish politics). Here, you will be provided with the latest weekly update of a file called "inbox.zip". Download this and put it in the "data" subdirectory. Once this is done, simply run the INBOX module from your GOES console to import the new data.

NOTES ON MEASUREMENT

Being an alien race, the Felysians of course do not use the same units to measure things like we humans do. The old notes on measurement are as follows:

Noctis uses several units of measurement you won't be familiar with. This chapter will explain these in more detail.

Select "Onboard Devices" from the main menu, then "Galactic Cartography". Under this menu are displayed the current time (in epocs/triads), your current galactic position (in parsis), and your current pitch bearing (set by using the pitch controls to rotate your ship).

The Felisian time system is based on large measurements called epocs, and smaller measurements called triads. There are three types of triad, the triad dexter, triad medius and triad sinister, or dexters, medii and sinisters for short. A triad dexter is the same length as a human second. The current number of triads dexter is displayed on the right of the Triad Display. There are a thousand triads dexter to a triad medius, which is therefore about sixteen and a half human minutes long. Triads medius are displayed as the middle figure in the Felisian clock, and each time the triads dexter counter reaches a thousand, the value of the triads medius counter increases by one. When it reaches a thousand, the left-most counter increases its value by one. This is the amount of triads sinister, which are about the equivalent of two hundred and seventy five human hours. When this value reaches a thousand, a whole epoc has passed. Thus an epoc is a thousand million seconds long, or about thirty one and a half human years.

Parsis galactic coordinates are a useful measurement for finding your position in the galaxy. The galaxy is about one hundred and eighty thousand light years wide (diameter from rim to rim), and about six thousand light years thick. A single parsis is about 0.00005 light years squared, so there are about four billion parsis between each opposite rim of the galaxy. Parsis coordinates are always given in the format X, Y, Z, and when you first play Noctis, you will be at Parsis +3797120, -4352112, -925018. The centre of the galaxy is at about -72000000, -1400000, 55000000 in parsis units. The word "parsis" actually comes from the name of the Felisian scientist, Parsis, who first introduced the galactic coordinates system.

Dyams are another spacial measurement, used to measure the far smaller distances between planets. A dyam is a quarter of the distance of Felysia's orbit, roughly seventy million human kilometers, or about half the distance of the Earth from the sun (one hundred and forty nine million kilometers). The dyam is therefore the Felisian equivalent of the human Astronomical Unit (AU), by which we measure the distances between objects in our solar-system.

The masses of objects are given in Bal.Ms (Or BMs). This is short for "Balastrakonastreyan Mass", and 1BM is about the equivalent of the mass of the star the unit takes its name from. In fact, the star is now ever so slightly larger than 1BM, as stars in the Noctis galaxy actually *produce* small amounts of matter as part of their nuclear reactions, and the Bal.M unit was introduced many epocs ago, since when the star's mass has increased.

Your pulse is measured in PPS, or "Pulses Per Sithra". A sithra (plural: "sithris"), is a measurement of time equal to fifty triads dexter. As a triad dexter is the same length as a human second, you may understand the pulse reading on your HUD as being "Pulses Per Fifty Seconds".

Finally, gravity is measured in Felysian Gravity Units, or FGs. The gravity of Felysia is 1FG, which is slightly less than the gravity on Earth. Therefore, gravity on all planets is measured by comparison to that of Felysia. The Artificial Gravity Field produced by your Stardrifter has a strength of exactly 1FG.

THE HISTORY OF THE FELYSIANS

What is the background for the Stardrifters? Why do they drift around space, never returning to a home? Here is the old story:

The Felysian race evolved from the large cat-like creatures indigenous to the world Felysia in the Balastrakonastreyan system. They developed very quickly indeed, far more quickly than humans, certainly. This was mostly due to their long life spans. Because humans last only sixty to a hundred Earth years, when a truly brilliant scientist is born, he only has enough time to put forward the theories that future generations can work from, and therefore scientific advances are very slow. Felysians, however, live for anything between a hundred and a hundred and forty epocs, or about four thousand five hundred Earth years, so their sophistication progressed enormously. However, this speed of progress led the Felysians to a scientific recklessness greater even than that of humans. They developed an almost total disregard for Felysia's environment. By epoc 4100, Felysia was a foul, polluted wasteland. The Felysians had even raped their planet's only moon, Jachrastalun, of all its resources, using its minerals to build their space-crafts and its rocks to construct their massive buildings. By the end of epoc 4103, there was nothing left of Jachrastalun whatsoever. Felysia's foul and dangerous environment began to erode Felysian society, and slowly, their previously united civilization broke down into smaller, independent communities. Finally, in epoc 4112, only forty generations since the dating system was introduced, the Felysians were forced to abandon their planet as the surface became radioactive and life gradually became extinct.

Once again, their society united, and they used their excellent technological skills to terraform two of the moons of a Balastrakonastreyan gas giant called Fal Galmatrifal. These soon became verdant paradise planets, and all was well.

The Felysians abandoned their former recklessness, and instead concentrated on slowly mapping the nearby star systems. However, this was a lengthy process, and so the Felysian scientists created a fleet of ships they called "Stardrifters" to explore the galaxy. These vessels were all equipped with the newly invented "Vimana Drives", which utilized the nuclear forces between lithium ions to accelerate the ships up to five billion times their normal speed. The Stardrifters' mission was to collate data on the galaxy, storing it in a massive database known as the Starmap. And so the Stardrifters set off into the unknown.

However, in epoc 5991, the Stardrifters returned to Balastrakonastreya to find the system empty. The Felysians were gone; both the moons were covered only in ruins. The Stardrifters had no idea what had happened. Had the Felysians moved elsewhere in the galaxy? Confused, the Stardrifters searched for signs of their civilization across the stars, but within two epocs, they gave up and decided to simply continue with their original mission. Again, they made their way into the lonely void of interstellar space and continued to add data to their Starmap. The year is now 6011, and still no trace of the Felysians has been discovered. The Stardrifters are loners; they rarely communicate with one another, but the current theory that has spread amongst them is that the Felysians have abandoned the galaxy entirely, though why they should have done this is a complete mystery. And why would they abandon the Stardrifters? This theory has led to a slight resentment of the Felysians by the remaining Stardrifters, who feel betrayed by the people they were doing a service for in the first place. If the theory is true,

then there is no way for the Stardrifters to follow; the gaps between galaxies are enormous, and the Stardrifters cannot carry enough lithium to make the journey. Sadly, because many of the Stardrifters were very old in the first place, several have died despite the Felisians' long life-spans. Several others have disappeared entirely, presumably having fallen foul of the dangers of space. The Stardrifters are very safe vehicles, but they're still not infallible. Thus the number of Stardrifters has dwindled even further.

The Physique of a Felisian

Felisians are descended from the cat-like creatures native to their home-planet, and still retain many physical features from their ancestors. A felisian's head is recognisably that of a cat, though much larger than you might expect. Their fur comes in several different colours, though not as many as that of the domestic cats of our universe. Interestingly, unlike humans, they have never fought any racially motivated wars, or committed any form of persecution based on fur-type. Fur colour is thought of in a similar way to that in which we think of hair colour, and it is not necessarily hereditary, so two black-furred parents could birth a litter including ginger kithis (A "kitha" being the correct term for a felisian cub). The possible fur colours are black, brown, ginger, grey, and, perhaps strangely, green. White is also a possibility, but it is rare. Felisians, unlike their feline ancestors, have an opposable thumb in addition to their three fingers, which is the feature that sets them apart from their non-tool-using cousins in the evolutionary past. Their feet are very much like large cat paws, but their hands have evolved into a more human form, though they still have small pads. Indeed, felisians can stand either erect, like a human, or on all-fours, like a cat. It is generally considered polite to stand erect in company, but in private most felisians assume their more comfortable quadrupedal posture. This is why the Stardrifters were designed in the way they were, and the computers are accessed in the way they are.

STAR CLASSES

There are 11 types of stars in the Fylterion Galaxy. Each has different characteristics. Some are highly radioactive, some host systems which have planets suitable for life, some are dual systems where two stars orbit each other. The S06 stars emit Li⁺ ions - your precious fuel.

Here are the good old star classes:

Class S00 Yellow Star

Class S00 stars are just like our Sun, and if you're looking for planets supporting life and breathable atmosphere, you should definitely take a look around class S00 stars. In fact, such planets are possible even around other stars, for example live planets have also been discovered around a few class S03 stars. A well known, catalogued system is Miracle. However, this is rather rare, so it's best to look for life around S00 stars.

Class S01 Blue Giant Star

Class S01 stars are huge, and often support large solar-systems. Some Blue Giants have anything up to twenty or thirty planets. However, travelling within Class S01 systems often takes a long time, as the orbits of the planets tend to be spread over a very wide area.

Class S02 White Dwarf Star

These stars are the remains of class S00 stars that have exploded as Red Giants, then shrunk down to only a highly dense core. These rarely have any planets, as any orbital objects were usually burnt up when the star exploded. If you do find any surviving planets, they will most likely be a long way from the star. Gas giants and other massive bodies may also have survived.

Class S03 Red Giant Star

These are class S00 stars that have exploded, and now cover a massive area. They have usually consumed all their planets as they have expanded, so it is rare to find objects orbiting these. However, it is not impossible; the Miracle system is a well known class S03 system that nevertheless harbours a planet with an oxygen based atmosphere and water, IE one that could support life. However, the planet's discoverers found it to be cold and frozen, with no surface life. They were so disappointed that they named the planet "Piece Of Ice".

Class S04 Orange Giant Star

These are just very large stars, otherwise similar to class S00 stars. However, you will rarely find life-bearing planets around these, as the planets' orbits tend towards being very distant, making them cold and inhospitable.

Class S05 Brown Dwarf Star

These aren't really stars; they are closer to the gas giants you will often find orbiting other stars, and as such give out very little light. They do not have enough mass to produce the gravity necessary to support a solar-system, so don't expect to find planets around them. Occasionally, they do support one or two objects, but because of the lack of light, you won't see much if you land on them. Try not to get lost... Oh, one other detail; it's rare, but not unknown, for Brown Dwarfs to emit lithium ions. The reason is that they're not hot enough to consume their heavier elements, and so these are "squeezed" from their outer layer. However, there is rarely enough to fuel a Stardrifter.

Class S06 Grey Giant Star

These are fossil stars, the remains of novae and super-novae. They are cold and dead, but have a very useful property: they emit lithium ions. Not all class S06 stars will be suitable for lithium scoping, as about fifty percent of them emit Li^{++} , which you cannot use. Search around a bit; if you find stars suitable for lithium scoping, it's a good idea to name them so you can return to them later if you run low on fuel.

Class S07 Blue Dwarf Star

These are very small, hugely dense stars, and it's not a good idea to get too close; they have horrendous gravitational forces, are highly radioactive, and rarely have any planets.

Class S08 Multiple Star

These are actually two or more stars that have come so close that they have been caught in each other's gravity wells and actually started to orbit each other. These are curious systems, with unpredictable gravity.

Class S09 Infant Star

This is a star that has only recently been born. Stars are created when the particles of nebulae form nuclear reactions, until the nebula condenses into a star. These newly created stars are known as class S09 stars, which usually have a lot of proto-planets, which will eventually break up and collide until the system stabilizes. These objects are usually not suitable for landing, however.

Class S10 Runaway Star

These are stars that have been catapulted off-course, usually by the combined gravity-wells of two or more other stars, and now travel at great speed across the galaxy. They are usually weak, red stars, and rarely have planets.

Class S11 Pulsar

These are very similar to Blue Dwarfs, but are entirely made up of neutrons (The neutral particles in the nucleus of an atom). They are *incredibly* dense, being that they are only the size of a small planet, and spin at huge speeds. The reason for this is that it has contracted very quickly down to a tiny fraction of its normal size. This is the same effect that occurs if you sit on a wheelchair with your arms outstretched and spin round, then quickly withdraw your arms. Your speed will increase. Pulsars also have an unpredictable surface, and emit light and radiation from some sectors but not from others, making them look like they are eerily pulsing. They sometimes have planets, but these are usually highly compressed gas-giants, which are unsuitable for landing on. Pulsars are hugely radioactive and have an immense gravity well, so it's not a good idea to get close to them.

The Noctis Exploration Guide (By Ireclan and Megagun)

--Introduction--

Welcome to the unofficial Noctis Exploration Guide. This Guide will guide you through finding whatever you want. It's subdivided into a few chapters. The first one will explain to you the characteristics of various planets, and the next few chapters go on about a specific part of exploration, depending on your goals (such as photography, extreme sports, etc). This guide will assume that you are using the extended features Noctis IV CE gives you.

--Characteristics of Planet types found in the Noctis Galaxy--

Each and every planet in the Noctis Galaxy has it's own characteristic. Many of them are different in a lot of ways. Some are flat and bright. Some are dark yet varied. First, let's take a look at the different types of planets you can find in the Noctis galaxy..

1. **Medium size, internally hot, unstable surface, no atmosphere.**
2. **Small, solid, dusty, craterized, no atmosphere.**
3. **Medium size, solid, thick atmosphere, fully covered by clouds.**
4. **Medium size, felisian, breathable atmosphere, suitable for life.**
5. **Medium size, rocky, creased, no atmosphere.**
6. **Small, solid, thin atmosphere.**
7. **Large, not consistent, covered with dense clouds.**
8. **Small, solid, icy surface, no atmosphere.**
9. **Medium size, surface is mainly native quartz, oxygen atmosphere.**
10. **Very large, substellar object, not consistent.**
11. **Companion star - not a planet.**

Let's take a closer look at each planet type:

--Medium size, internally hot, unstable surface, no atmosphere.

These planets are very unstable. They've got a lot of volcanic activity, which gives them the orange-ish look as seen from space. Usually, these planets can be found orbiting a very large, substellar object. They look really great from space.

--Small, solid, dusty, craterized, no atmosphere.

These planets are dusty, small, got a lot of craters (some which are huge!), but they don't have any atmosphere. Their surface is pretty flat, apart from the occasional crater and bump. Their gravity is very low, though, which makes these planets great for practicing your Jetpack skills with. If you want to find these, look for them close to stars (like S00's), or close to bigger planets. From space, they can sometimes look really great, yet usually they look like each and every one of them: the same as any other. Not often worth the time.

--Medium size, solid, thick atmosphere, fully covered by clouds.

These planets are often dark. They're also often really hard to navigate on from the surface, due to the very thick atmosphere. If you're looking for glassified planets, or for planets with only lava, look for these! The thick atmosphere traps heat, which often makes these planets really hot. Their surface has a lot of variation in height, but that variation in height isn't sudden: it's very smooth. That makes them pretty boring, but sometimes the pits in these planets can be really neat. The atmosphere DOES give these planets a really nice touch, though. From space, they don't really look all that great. Think a thick layer of clouds, without much variation. Sometimes, these planets have "layers" of dark or light clouds on them.

--Medium size, felisian, breathable atmosphere, suitable for life.

Well, what more to say about these than that they've often got life. That is what makes them the most favored planet of any Stardrifter. The surface of these planets are littered with trees, and various animals walk on them. Also, these planets have oceans, pools, and ice caps of enormous size. About 75% of Felisian planets have tall grass on them, which makes them look a bit odd, though. However, a good thing about these planets is that they've got different types of surface. They've got ice caps, forests, shrublands, deserts, plains, and different types of Taiga. If you're looking for mountains, look in oceans for islands, or look at the taiga/ice caps. Probably the neatest surfacetype of these planets are the

Forests, which have gazillions of large trees, and a few ENORMOUS trees on them, or the "very dense taiga", which have icy lakes, an extremely varied surface, and plenty of small shrubs. Make sure you've got a camera with you, though! From space, they don't really look all that great, though. They've got storms, yes. But that's it, really. Always worth the visit!

--Medium size, rocky, creased, no atmosphere.

Very underestimated type of planet. These are like the small and dusty craterized planets, but these have more rocks, and more interesting mountains, alongside with a higher gravity. Unfortunately, these planets also have a lot in common with small, solid, dusty planets. They're often flat. Very flat. With a few exceptions of a mountain or two, or a few humps... Note that these mountains are probably the highest and biggest you'll ever seen. They're often extremely big, with about 3 peaks or so...

From space, they can either look brilliant, or boring. Lucky for us, you can actually see the "worth-it-ness" from space! If it looks as if it's got a whole lot of mountains, go land here! If it looks flat, leave it as it is, you've got better stuff to spend your time at. When you've found one of these planets with a good quality, land at either the really dark, or really bright spots. They've got the best mountains. If you're looking for big mountains, these are your thing! Power up that jetpack, too!

--Small, solid, thin atmosphere.

These planets are often dark. But the colorscheme of these planets are probably the best you'll ever find. Red with Blue, green with purple, orange with blue, they're all there.. Some even have a grey atmosphere! The surface of these planets is completely flat at the dark parts (avoid those!), and pretty much always extremely varied at the other parts. Mountains are often really high at these planets (unfortunately, they're also somewhat sparse), and can often be really big, too. Sometimes, they even have little pits near the sides of them, which makes them great for climbing on and jumping off again. For the rest, the surfaces of Thin Atmosphere planets are very spiky and rough. They somewhat look like the "very dense taiga" zones you can find on Felysian planets. Thin atmospheres are also the only planets with bright poles. Some believe that auroras cause these. Another characteristic of these planets is that they have some sort of clouds, which often look like craters as seen from space (they're ring-shaped). Below these clouds, everything looks pretty damn bright, too. From space, these planets don't look really great, though, apart from the aforementioned bright poles and ring-shaped clouds. From my own experience, I somewhat know that the grey planets have the most varied and rough surface, and that the green ones can be most surprising. Don't ever try to land on the dark spots, though... If you're looking for some fun, and have a lot of energy to burn, go explore the surface of these planets! Don't try to land on these when they're too far away from their parent star, either... They can be extremely dark when you do that.. Pay them a visit and enjoy!

--Large, not consistent, covered with dense clouds.

"Gas Giants". Not much to say about these, apart from the fact that they have a lot of (often small) moons, and that they can look pretty neat from space. Too bad you can't land on these, though. Explore the moons of these planets instead!

--Small, solid, icy surface, no atmosphere.

Maybe the most boring planet of them all. They're extremely flat, even more flat than the dusty planets. They're also dark, and often extremely far away from their parent star. From space, they can look pretty neat, though. There are cracks running all over them! However, that's probably the most exciting thing about these planets. Don't bother visiting these. Just ignore them like everyone else.

--Medium size, surface is mainly native quartz, oxygen atmosphere.

These planets are a synonym for brightness. Their skies are often extremely white, and their surfaces can be pretty much any color. They're hilly, their mountains are neat, and their surfaces are just extremely neat. Unfortunately, their hills and mountains are often very roundish, which makes them a bit dull. That's why pits are better on these planets. If you're not bothering with the spiky, dark Thin Atmosphere planets, but still want something neat and extreme to see, visit these! A common "tactic" with these planets, is to land at the extremely dark or extremely bright parts, as seen from space. The dark parts have dark surfaces, yet they also have a lot of extremely high "plateaus". Great for jumping off from. Just remember to land safely with the jetpack, or you might red out. :) From space, they look stupid, though. Very grainy. Their nice surfaces make up for that, though. Highly recommended!

--Very large, substellar object, not consistent.

These extremely large "planets" are almost stars. They're bright, and always have a lot of planets orbiting them. However, you can't land on them. From space, they don't really look all that neat. One bright side, one dark side, and a gradient inbetween. However, sometimes they have neat colors, like bright red. Not often worth the visit, unless you're visiting one of it's moons.

--Companion star - not a planet.

Not much to say about these, apart from the fact that they only exist around S08's.. They're just stars.... From space, they look like a star.. and that's it.. The only extremely neat thing about these, is that you can also see it when you're standing on one of it's moons! Two stars in the sky are neat, trust me...

Notes on the Noctis Galaxy - by Stargazer

The Noctis Galaxy, or "Feltyrion" as it is also called, is best classified as an irregular cluster-galaxy, although it is currently shaped somewhat like a lens, likely because of several past collisions and close encounters with smaller galaxies.

In its present form, Feltyrion harbours somewhere between seventy-five and eighty billion stars, with a diameter of 180,000 light-years wide and 6,000 light years tall. It appears larger, but not as compact as the Milky Way galaxy where the Earth resides, which has anywhere between two hundred to four hundred billion stars according to the latest estimates, spanning some 100,000 light years in disk diameter.

Feltyrion does not have a black hole in its centre, which is instead home to dense star clusters. It is possible that a black hole did once exist there, but was jettisoned during a galactic merger.

The long time stability of the galaxy is still largely unknown, since there are no precise measurements of its mass. However, observations do seem to indicate that there is enough matter to hold things together for the foreseeable future.

HOT KEY LIST

STARDRIFTER MARK IV (SD MK IV)

Key Command:

B:	Raw snapshot
C:	Cloud filter
E:	Environment data
H:	Send help request
I:	Toggle light on/off
L:	Set/approach/remove Local Target
Q:	Remote Target data
R:	Set Remote Target
S:	Scope for Lithium
V:	Start Vimana Flight
W:	Local Target data
X:	Terrain filter (for felsian planets)
Z:	Stardrifter speed info

F1:	Help screen
F2:	Solar system analyzer

/ :	Light scaling
Shift / :	Advanced light scaling

Backslash:	Roof-HUD
Delete:	Raw snapshot
Left-arrow:	Pitch Stardrifter left
Right-arrow:	Pitch Stardrifter right
Up-arrow:	Go to roof

STARDRIFTER MARK IV SURFACE CAPSULE (SC)

Key command:

A: Hoover over planet surface
Q: Return to Stardrifter
Z: Land on surface

PERSONAL FELYSIAN INTEGRATED SPACESUIT (PFIS)

Key command:

A: Call Surface Capsule
C: Disengage Jetpack control
D: Hide/show debris
F: Anti-fog (thick atmosphere only)
G: Hide/show grass
H: Highlight animals
J: Jump
L: Land on surface
M: Snapshot
N: Panoramic snapshot
O: Supervision
P: Toggle vision modes
S: Stand (Formal approach)
V: Hide/show Planet Lander Pod locator line
Z: Cancel calling Planet Lander Pod

F1: Help screen
F2: Advanced data screen
F3: Motion Picture recorder
F5: Portable G.O.E.S. console
F10: Sector map

* : Snapshot
/ : Panoramic snapshot
, . 0-9: Movement speed

Ctrl +: Increase brightness
Ctrl -: Decrease brightness
Ctrl *: Reset brightness

Down-arrow: Stop slide
Left-arrow: Slide left
Right-arrow: Slide right
Up-arrow: Toggle mouse look

Delete: Raw snapshot
Page up: Raise radiation visor
Page down: Lower radiation visor

Game by Fottifoh
Original Noctis IV manual by Ryan J. Bury
Additions/mods by Megagun, Shadowlord, Bensei, The Reflection, Ees33
Contributions to the Noctis lore by the users of <http://anywherebb.com>
Correcture reading by the users of <http://anywherebb.com>
Unofficial Noctis IV CE R11.x Users Manual by MopedSlug